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Theory and Design of Broadband Matching Networks CRC Press

With breadth and depth of coverage, the Encyclopedia of Computer Science and Technology, Second Edition has a multi-disciplinary scope, drawing together comprehensive coverage of the inter-related aspects of computer science and technology. The topics covered in this

encyclopedia include: General and reference Hardware Computer systems organization Networks Software and its engineering Theory of computation Mathematics of computing Information systems Security and privacy Human-centered computing Computing methodologies Applied computing Professional issues Leading figures in the history of computer science The encyclopedia is structured according to the ACM Computing Classification System (CCS), first published in 1988 but subsequently revised in 2012. This classification system is the most comprehensive and is considered the de facto ontological framework for the computing field. The encyclopedia brings together the information and historical

context that students, practicing professionals, researchers, and academicians need to have a strong and solid foundation in all aspects of computer science and technology.

What Every Engineer Should Know about Computer Modeling and Simulation Elsevier

Theory and Design of Broadband Matching Networks centers on the network theory and its applications to the design of broadband matching networks and amplifiers. Organized into five chapters, this book begins with a description of the foundation of network theory. Chapter 2 gives a fairly complete exposition of the scattering matrix associated with an n -port network. Chapter 3 considers the

approximation problem along with a discussion of the approximating functions. Chapter 4 explains the Youla's theory of broadband matching by illustrating every phase of the theory with fully worked out examples. The extension of Youla's theory to active load impedance is taken up in Chapter 5. This book will be useful as a reference for practicing engineers who wish to learn how the modern network theory can be applied to the design of many practical circuits.

Active Network Analysis: Feedback Amplifier Theory (Second Edition) Institute for Career Research

There are many books on computers, networks, and software engineering but none that integrate the three with applications. Integration is important because, increasingly, software dominates the

performance, reliability, maintainability, and availability of complex computer and systems. Books on software engineering typically portray software as if it exists in a vacuum with no relationship to the wider system. This is wrong because a system is more than software. It is comprised of people, organizations, processes, hardware, and software. All of these components must be considered in an integrative fashion when designing systems. On the other hand, books on computers and networks do not demonstrate a deep understanding of the intricacies of developing software. In this book you will learn, for example, how to quantitatively analyze the performance, reliability, maintainability, and availability of computers, networks, and software in relation to the total system. Furthermore, you will learn how to evaluate and mitigate the risk of deploying integrated systems. You will learn how to apply many models dealing with the optimization of systems. Numerous quantitative examples are

provided to help you understand and interpret model results. This book can be used as a first year graduate course in computer, network, and software engineering; as an on-the-job reference for computer, network, and software engineers; and as a reference for these disciplines.

Computer Engineering A K Peters/CRC Press

This work covers all the major issues that go into designing a real-time system, including task allocation, synchronization, fault-tolerance and reliability. Also included are exercises, performance measures, scheduling, real-time architectures and algorithms.

Chemical Engineering Primer with Computer Applications BoD – Books on Demand

This textbook gives a fresh approach to an

introductory course in signal processing. Its unique feature is to alternate chapters on continuous-time (analog) and discrete-time (digital) signal processing concepts in a parallel and synchronized manner. This presentation style helps readers to realize and understand the close relationships between continuous and discrete time signal processing, and lays a solid foundation for the study of practical applications such as the analysis and design of analog and digital filters. The compendium provides motivation and necessary mathematical rigor. It generalizes the Fourier transform to Laplace and Z transforms, applies these transforms to linear system analysis, covers the time and frequency-domain analysis of differential and difference equations, and presents practical applications of these techniques to convince readers of their

usefulness. MATLAB® examples are provided throughout, and over 100 pages of solved homework problems are included in the appendix. Contents: Introduction to Signal Processing Discrete-Time Signals and Operations Continuous-Time Signals and Operations Frequency Analysis of Discrete-Time Signals Frequency Analysis of Continuous-Time Signals Sampling Theory and Practice Frequency Analysis of Discrete-Time Systems Frequency Analysis of Continuous-Time Systems Z-Domain Signal Processing S-Domain Signal Processing Applications of Z-Domain Signal Processing Applications of S-Domain Signal Processing Appendix: Solved Homework Problems Readership: Researchers, academics, professionals and undergraduate students in signal processing. Keywords: Signal Processing; Introduction; Analog and

Digital; Practical; Applications; Solved Homework Problems Review: 0

The Elements of Computing Systems

John Wiley & Sons

Written for non-specialist users of electric motors and drives, this book explains how electric drives work and compares the performance of the main systems, with many examples of applications. The author's approach - using a minimum of mathematics - has made this book equally popular as an outline for professionals and an introductory student text. * First edition (1990) has sold over 6000 copies. Drives and Controls on the first edition: 'This book is very readable, up-to-date and should be extremely useful to both users and o.e.m. designers. I unhesitatingly recommend it to

any busy engineer who needs to make informed judgements about selecting the right drive system.' New features of the second edition: * New section on the cycloconverter drive. * More on switched reluctance motor drives. * More on vector-controlled induction motor drives. * More on power switching devices. * New 'question and answer' sections on common problems and misconceptions. * Updating throughout. *Electric Motors and Drives* is for non-specialist users of electric motors and drives. It fills the gap between specialist textbooks (which are pitched at a level which is too academic for the average user) and the more prosaic 'handbooks' which are filled with useful detail but provide little opportunity for the development of any real

insight or understanding. The book explores most of the widely-used modern types of motor and drive, including conventional and brushless d.c., induction motors (mains and inverter-fed), stepping motors, synchronous motors (mains and converter-fed) and reluctance motors.

Automating the Design of Computer Systems
World Scientific

This textbook gives students a comprehensive introduction to formal methods and their application in software and hardware specification and verification. It has three parts: The first part introduces some fundamentals in formal methods, including set theory, functions, finite state machines, and regular expressions. The second part focuses on logi

Computer, Network, Software, and Hardware Engineering with Applications

Pearson Education India

This proceedings volume brings together some 189 peer-reviewed papers presented at the International Conference on Information Technology and Computer Application Engineering, held 27-28 August 2013, in Hong Kong, China. Specific topics under consideration include Control, Robotics, and Automation, Information Technology, Intelligent Computing and Telecommunication, Computer Science and Engineering, Computer Education and Application and other related topics. This book provides readers a state-of-the-art survey of recent innovations and research worldwide in Information Technology and Computer Application Engineering, in so-doing furthering the development and

growth of these research fields, strengthening international academic cooperation and communication, and promoting the fruitful exchange of research ideas. This volume will be of interest to professionals and academics alike, serving as a broad overview of the latest advances in the dynamic field of Information Technology and Computer Application Engineering. **Electromagnetic Modeling by Finite Element Methods** Mit Press

Developing projects outside of a classroom setting can be intimidating for students and is not always a seamless process. Real-World Software Projects for Computer Science and Engineering Students is a quick, easy source for tackling such issues. Filling a critical gap in the research literature, the book: Is ideal for academic project supervisors. Helps researchers conduct interdisciplinary research.

Guides computer science students on undertaking and implementing research-based projects This book explains how to develop highly complex, industry-specific projects, touching on real-world complexities of software developments. It shows how to develop projects for students who have not yet had the chance to gain real-world experience, providing opportunity to become familiar with the skills needed to implement projects using standard development methodologies. The book is also a great source for teachers of undergraduate students in software engineering and computer science as it can help students prepare for risk and uncertainty that is typical of software development in industrial settings

Principles of Computer System Design CRC Press

Computer Engineering: A DEC View of Hardware Systems Design focuses on the principles, progress, and concepts in the design

of hardware systems. The selection first elaborates on the seven views of computer systems, technology progress in logic and memories, and packaging and manufacturing. Concerns cover power supplies, DEC computer packaging generations, general packaging, semiconductor logic technology, memory technology, measuring (and creating) technology progress, structural levels of a computer system, and packaging levels-of-integration. The manuscript then examines transistor circuitry in the Lincoln TX-2, digital modules, PDP-1 and other 18-bit computers, PDP-8 and other 12-bit computers, and structural levels of the PDP-8. The text takes a look at cache memories for PDP-11 family computers, buses, DEC LSI-11, and design decisions for the PDP-11/60 mid-range minicomputer. Topics include reliability and

maintainability, price/performance balance, advances in memory technology, synchronization of data transfers, error control strategies, PDP-11/45, PDP-11/20, and cache organization. The selection is a fine reference for practicing computer designers, users, programmers, designers of peripherals and memories, and students of computer engineering and computer science.

Real-time Systems CRC Press

The 29th European Symposium on Computer Aided Process Engineering, contains the papers presented at the 29th European Symposium of Computer Aided Process Engineering (ESCAPE) event held in Eindhoven, The Netherlands, from June 16-19, 2019. It is a valuable resource for chemical engineers, chemical process engineers, researchers in industry and academia, students, and

consultants for chemical industries. Presents findings and discussions from the 29th European Symposium of Computer Aided Process Engineering (ESCAPE) event *E-Systems for the 21st Century* CreateSpace
This book addresses different algorithms and applications based on the theory of multiobjective goal attainment optimization. In detail the authors show as the optimal asset of the energy hubs network which (i) meets the loads, (ii) minimizes the energy costs and (iii) assures a robust and reliable operation of the multicarrier energy network can be formalized by a nonlinear constrained multiobjective optimization problem. Since these design objectives conflict with each other, the solution of such the optimal energy flow problem hasn't got a unique solution and a suitable trade off between the objectives should be identified. A

further contribution of the book consists in presenting real-world applications and results of the proposed methodologies developed by the authors in three research projects recently completed and characterized by actual implementation under an overall budget of about 23 million €.

Real-world Software Projects for Computer Science and Engineering Students CRC Press

This textbook is intended to introduce the student of electronics to the fundamentals of digital circuits, both combinational and sequential, in a reasonable and systematic manner. It proceeds from basic logic concepts to circuits and designs.

Application Of Omics, Ai And Blockchain In Bioinformatics Research CRC Press

Written by experienced teachers and recognized experts in electrical engineering,

Handbook of Electrical Engineering Calculations identifies and solves the seminal problems with numerical techniques for the principal branches of the field -- electric power, electromagnetic fields, signal analysis, communication systems, control systems, and computer engineering. It covers electric power engineering, electromagnetics, algorithms used in signal analysis, communication systems, algorithms used in control systems, and computer engineering. Illustrated with detailed equations, helpful drawings, and easy-to-understand tables, the book serves as a practical, on-the-job reference.

Encyclopedia of Computer Science and Technology Digital Press

The Beginner's Guide to Engineering series is designed to provide a very simple, non-technical introduction to the fields of

engineering for people with no experience in the fields. Each book in the series focuses on introducing the reader to the various concepts in the fields of engineering conceptually rather than mathematically. These books are a great resource for high school students that are considering majoring in one of the engineering fields, or for anyone else that is curious about engineering but has no background in the field. Books in the series: 1. The Beginner's Guide to Engineering: Chemical Engineering 2. The Beginner's Guide to Engineering: Computer Engineering 3. The Beginner's Guide to Engineering: Electrical Engineering 4. The Beginner's Guide to Engineering: Mechanical Engineering

Information Technology and Computer Application Engineering Pearson Education India
This title gives students an integrated and rigorous picture of applied computer science, as it comes to

play in the construction of a simple yet powerful computer system.

Careers in Computer Hardware Engineering CRC Press

This book presents a brief description of what constitutes computer modeling and simulation with techniques given to get a feel for how some of the simulation software packages involving hundreds of thousands of lines of code were developed. *The Computer Engineering Handbook* CRC Press

Electrical, Control Engineering and Computer Science includes the papers from ECECS2015 (Hong Kong, 30-31 May 2015), which was organized by the American Society of Science and Engineering (ASEE), a non-profit society for engineers and scientists. Presenting new theories, ideas, techniques and experiences

related to all aspects of electrical engineering. Power Distribution Engineering World Scientific E-based systems and computer networks are becoming standard practice across all sectors, including health, engineering, business, education, security, and citizen interaction with local and national government. They facilitate rapid and easy dissemination of information and data to assist service providers and end-users, offering existing and newly engineered services, products, and communication channels. Recent years have witnessed rising interest in these computerized systems and procedures, which exploit different forms of electronic media to offer effective and sophisticated solutions to a wide range of real-world applications. With contributions from researchers and practitioners from around the world, this two-volume book discusses and reports on new and important developments in the field of e-systems, covering a wide range of current issues in the design, engineering, and adoption of e-

systems. E-Systems for the 21st Century: Concept, Developments and Applications focuses on the use of e-systems in many areas of sectors of contemporary life, including commerce and business, learning and education, health care, government and law, voting, and service businesses. The two-volume book offers comprehensive research and case studies addressing e-system use in health, business, education, security, and citizen interaction with local and national government. Several studies address the use of social networks in providing services as well as issues in maintenance and security of e-systems as well. This collection will be valuable to researchers at universities and other institutions working in these fields, practitioners in the research and development departments in industry, and students conducting research in the areas of e-systems. The book can be used as an advanced reference for a course taught at the undergraduate and graduate-level in business and engineering schools as well.

Computer Electronics MIT Press

Computer games represent a significant software application domain for innovative research in software engineering techniques and technologies. Game developers, whether focusing on entertainment-market opportunities or game-based applications in non-entertainment domains, thus share a common interest with software engineers and developers on how to best engineer game software. Featuring contributions from leading experts in software engineering, the book provides a comprehensive introduction to computer game software development that includes its history as well as emerging research on the interaction between these two traditionally distinct fields. An ideal reference for

software engineers, developers, and researchers, this book explores game programming and development from a software engineering perspective. It introduces the latest research in computer game software engineering (CGSE) and covers topics such as HALO (Highly Addictive, socialLy Optimized) software engineering, multi-player outdoor smartphone games, gamifying sports software, and artificial intelligence in games. The book explores the use of games in software engineering education extensively. It also covers game software requirements engineering, game software architecture and design approaches, game software testing and usability assessment, game development frameworks and

reusability techniques, and game scalability infrastructure, including support for mobile devices and web-based services.